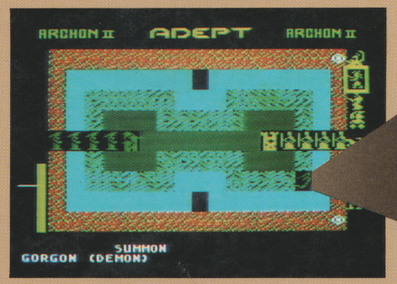
BATTLE OF THE MAGES

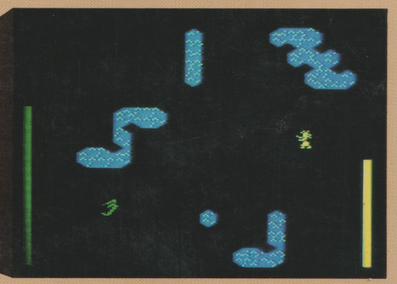
The Age of Archon is ending. Mighty wars of magic rage and monsters roam the elements hungry for power and prey. The doom of Apocalypse shadows all.

THE BOARD



Amidst swirling elements, an Adept of Order conjures a Gorgon to send against an enemy Siren. That's a power point they'll fight for. At least, sometimes it is. And Order needs more power. Desperately. It won't be easy. Sirens love water. That's why Chaos put her there.

THE BATTLEGROUND



Board becomes arena and strategy explodes into action. The Siren's deadly song begins instantly to drain her adversary's life force. The Gorgon will need all of its own incredible speed and vicious power at close range. There's no such thing as a long battle with a Siren.

The Unique Archon Blend of Strategy with Arcade Action.
Different Battlegrounds for Earth, Water, Air, Fire.
12 Different Conjurable Monsters.
4 Conjuring Adepts on Each Side
1 or 2 Players with a Computer Player that Gets Tougher as You Do.

ELECTRONIC ARTS™

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ARCHON II: ADEPT

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ARCHON II: ADEPT

ELECTRONIC ARTS™

FREE FALL ASSOCIATES

Mistress

of Chaos

THE ADEPTS

The Spellcasters. Conduits of energy. Guiders of missiles and magic.

Master

of Order

ELEMENTALS

CHAOS

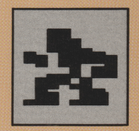
Behemoth – Massive as mountains. As subtle as a piledriver. Reducer to rubble.

Siren – Murderous mermaid. Singer of songs. The voice that sank a thousand ships.

Ifrit – Dark spirit of storm and air. Scion of cyclones. Genie. Raksasha.

Firebird – Crafty child of ARCHON'S Phoenix. Fire is its weapon and its armor.

ORDER



Giant – Earthborn cousin of Troll and Golem. Walks slowly and carries a big rock.

Kraken – Strong, slow giant of the deep. So big its tentacles cause tidal waves.

Thunderbird – Skyrider, hurler of thunderbolts. Symbol of Order, defender of law.

Salamander – Little lizard made of flame. Scuttler, skulker, flinger of fireballs.

DEMONS

Juggernaut
A melding of master and missile, monster and machine. Hell on wheels. Pure force.

Wraith
Leech of the life-force. Feeder on wounds. Now you see it, now you don't.

Gorgon
Fragile paralyzer of life and limb. Hard on everyone, especially on the slow moving.

Chimera
A three-faced nightmare. Breathes fire, snorts poison gas, stings like a scorpion.

Jon Freeman, Paul Reiche III and Anne Westfall, the conjurers behind the conjurers. Without them there would be no Adepts, no Chimeras, no Sirens, no Wraiths. All reasons to be grateful to them. Except maybe for the Wraiths.

Game design and development: JON FREEMAN & PAUL REICHE III.
Program design and execution: ANNE WESTFALL. Documentation: JON FREEMAN.
Producer: JOE YBARRA. Package design: WILLIAM GIN. Package illustrations: ERIC JOYNER.

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Also by Anne Westfall, Jon Freeman and Paul Reiche III

ARCHON

"... a game for all ages ... a ground-breaking program in the history of computer games." — Family Computing Magazine

Game of the Year 1983 — Creative Computing

Most Innovative Game 1983 — Electronic Games

The Softalk Award for Most Popular Atari Program of 1983